

EEL 3160 – Computer Applications in Electrical Engineering Fall 2018 Page 1

Department of Electrical and Computer Engineering

EEL 3160 – Embedded C++ and Data Structures

Instructor : Dr. Herman Watson
Office Hours : by appointment
Monday 9:30-11:00 am
Tuesday & Thursday 3:30 – 5:00 pm
Office : EC - 3951
Sec. Phone : 305.348.2807
Email : watsonh_fiu@yahoo.com (Note underscore)
Classroom/Time
: T, Th – EC1104 5:00-6:15 pm
Web Page : <http://web.eng.fiu.edu/watsonh/>

Catalog Description:

Object-oriented programming in C++ with emphasis on evaluation of alternative program design strategies. Class design, recursion, linked and dynamically allocated structures. This class will also include data structure concepts and applications. (3 Credits)

References:

Programming principles and practice using C++ Bjarne Stroustrup 978-0'321-54372-1	C++ Primer Lippman, Lajoie, Moo ISBN 0-321-71411-3
Object-Oriented Programming in C++, Fourth Edition Robert Lafore ISBN 0-672-32308-7	Cplusplus.com C++ Tutorial http://cplusplus.com/doc/tutorial/

Course Objectives:

Through successful completion of the course, the student will:

- Understand and be able to analyze problem and develop an object-oriented solution.
- Confidently use C++ class syntax and semantics.
- Understand and be able to apply basic data structure concepts to real application.

Relationship of course to program outcomes:

- a) an ability to apply knowledge of mathematics, science, and engineering
- c) an ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability
- e) an ability to identify, formulate, and solve engineering problems.
- h) the broad education necessary to understand the impact of engineering solutions in a global, economic, environmental, and societal context
- i) a recognition of the need for, and an ability to engage in life-long learning
- j) a knowledge of contemporary issues
- k) an ability to use the techniques, skills, and modern engineering tools necessary for engineering practice
- m) a knowledge of advanced mathematics

Topics Covered:

- Introduction to C++ Programming
- Structures
- Class, Objects, and Strings
- Functions and Recursion
- Arrays and Vectors
- Pointers
- Overloading
- Encapsulation
- Inheritance
- Polymorphism
- Stream I/O
- Data Structures
- wxWidgets C++ library for Windows applications
- wxPong, wxTetris

Grading Scale:		
A	92-100	"Florida International University is a community dedicated to generating and imparting knowledge through excellent teaching and research, the rigorous and respectful exchange of ideas, and community service. All students should respect the right of others to have an equitable opportunity to learn and honestly to demonstrate the quality of their learning. Therefore, all students are expected to adhere to a standard of academic conduct, which demonstrates respect for themselves, their fellow students, and the educational mission of the University. All students are deemed by the University to understand that if they are found responsible for academic misconduct, they will be subject to the Academic Misconduct procedures and sanctions, as outlined in the Student Handbook."
A-	90-92	
B+	88-90	
B	82-88	
B-	80-82	
C+	78-80	
C	70-78	
D	60-69	
F	< 60	

Department Regulations Concerning Incomplete Grades

To qualify for an Incomplete, a student:

1. Must contact (e.g., phone, email, etc.) the instructor or secretary before or during missed portion of class
2. Must be passing the course prior to that part of the course that is not completed
3. Must make up the incomplete work through the instructor of the course
4. Must see the Instructor. All missed work must be finished before last two weeks of the following term.

Grading Scale: NOTE: There is ***no makeup exams*** offered

Topic	Percentage
Exam 1 <i>no makeup</i>	20%
Exam 2 <i>no makeup</i>	25%
Final <i>no makeup</i>	25%
Homework	10%
Program of the Week	10%
Synopsis	5%
Participation	5%
Attendance	Unexcused Absence Penalty based on class policy

Policies:

- **Academic Misconduct:** For work submitted, it is expected that each student will submit their own original work. Any evidence of duplication, cheating or plagiarism will result in at least a failing grade for the course.
- **Absences:** Resolution of absences and materials missed are student responsibility
 - **Unexcused Absences:** Two unexcused absences are permitted during the term. More than two will result in the loss of points from your final grade. (1 point per absence above two, 3 points per absence above 5).
 - **Excused Absences:** Only emergency medical situations or extenuating circumstances are excused with proper documentation.
 - ☞ 1. Review documentation with the lecturer,
 - ☞ 2. email as a written record to watsonh_fiu@yahoo. (Note underscore)
 - Name, SID, class, section, description and date of the absence
- **On Time:** As in the workplace, on time arrival and preparation are required. Two “lates” are equivalent to one absence. (Leaving class early is counted the same as tardy.)
- **Deadlines: Work is due before midnight on the date specified.** Late submissions within one week will receive up to half credit. After one week, **late work will not be accepted.** Late submissions are graded after the final exam. Participation deadlines are absolute – no late completions or makeups.
- **Submissions: This class is paperless.** Submissions are made using the web form listed on the class web site(both online and in class sections). All submissions must be
 - a single document,
 - web accessible and readable by **anyone** with a browser
 - accessible using a single URL reference to the document.
- **DO NOT** submit work by email.
- Instructor reserves right to change course materials or dates as necessary.

EEL 3160 – Computer Applications in Electrical Engineering Fall 2018 Page 5

Wk	Date	3160 Weekly Topic Fall 2017	HW & POW Due Tuesday
1	08/20/18	Introduction to Bjarne Stroustrup and C++ V1, V2	HW01 08/28/18
2	08/27/18	Software Installation – IDE, Compiler, Application Library V3, V4	HW02 09/04/18 wxHello
3	09/03/18	(09/03 Mon Labor Day) Functions, Pointers, Structures V5, V6	HW03 PW3 09/11/18 wxNotePad
4	09/10/18	Classes, constructors, destructors V7, V8	HW04 PW4 09/18/18 F.O.
5	09/17/18	Classes, overloading, pointers, this V9 PQ1Classes - Thursday	HW05 PW5 09/25/18 F. S.
6	09/24/18	Tue 9/25 Review V10 Thur 9/27 Exam 1	
7	10/01/18	STL & History V11 Iterators V12	HW06 PW6 10/19/18 Dialog
8	10/08/18	Iterators V13 Templates, Algorithms V14 PQ2Iterator - Thursday	HW07 10/16/18 PW7 Data Structures
9	10/15/18	Templates, Containers V15	HW08 PW8 10/23/18 Template
10	10/22/18	Tue 10/23 Review V16 Thur 10/25 Exam 2	
11	10/29/18	WxWidgets – Tue: wxHelloWorld, V17 Thur: wxNotePad - wxSmith (10/29 Last Drop)	HW09 11/06/18 WxPong
12	11/05/18	Tue: wxPong V18 Thur: WxWidgets – wxTetris V20 PQ3Pong - Thursday	HW10 11/13/18 WxTetris
13	11/12/18	WxWidgets – Tue: wxSmithRenderTimer V19 Thur: Audacity, Gaming	
14	11/19/18	WxWidgets –Tue: Applications V22 (22-23 Thur-Fri Thanksgiving)	HW11 11/27/18 Synopsis
15	11/26/18	Tue 11/27 Review V23 Thur 11/29 Exam 3 Senior Design Day -11/30	
16	12/03/18	Final Exams Week – no final exam for this class	